

SUNWARD MAJOR ERRATA 1.2



VERSION 1.2, JANUARY 2013

Items marked in red text are new errata, only incorporated in the most recent PDF update and the 2nd printing of Sunward. Other minor corrections are also made in those versions and are not listed here.

If you have already purchased the Sunward PDF you can download the update here:
http://rpg.drivethrustuff.com/my_library.php

p. 163, Q-Morph
 Under Advantages, add “High Temperature Operation trait”

p. 163, Salamander
 “Coronal Adaptation (solar metabolism only)” should be a trait listed under Advantages. Remove it from Implants.

p. 163, Steel Morph (Masked Variant)
 Add the line Credit Cost: Expensive (minimum 40,000+)

p. 164, Suryas
 Suryas should have the Large Target disadvantage, and Coronal Adaptation should be a trait not an implant.

p. 167, Extreme Pressure Adaptation
 In the 3rd line, change “100 atmospheres” to “5,000 atmospheres.”

p. 180, Direct Action Mercenary
 Per the changes to Initiative in the core book’s 3rd printing, change the merc’s INIT to 8 (11).

p. 181, Earth Survivor
 Change INIT to 6.

p. 182, Maker Nomad Bot Jammer
 Change INIT to 7.

p. 183, Martian Ranger
 Change INIT to 6.

p. 184, Mobile Scientist
 Change INIT to 7.

The Mobile Scientist’s equipment block should be the following:

Equipment
 Armor: Armored Clothing (with Immunogenic) [3/4]
 Primary Weapon: Stunner
 Starting Credit: 500

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack, Enhance Respiration, Mental Speed Mnemonic Augmentation, Prehensile Feet, Temperature Tolerance (Improved Cold)
 Gear: Backup Insurance (1 month), Guardian Swarm, Mobile Lab, Muse, Portable Plane (Venus adapted), Specimen Container, Viewers

(Complete corrected Mobile Scientist character page is on p. 3 of this errata document.)

p. 185, Oligarch
 Change INIT to 8.

p. 186, Oversight Auditor
 Change INIT to 7.

p. 187, Scavenger
 Change INIT to 8.

p. 188, Sifrunner Techie
 Change INIT to 6.

p. 189, Solarian Researcher
 Change INIT to 7.

p. 190, Synthmorph Activist

Change INIT to 7.

The Synthmorph Activist equipment block should be the following:

Equipment
 Armor: Case Armor [4/4]
 Primary Weapon: Microwave Agonizer
 Starting Credit: 50
 Implants: Access Jacks, Basic Biomods, Basic Mesh Inserts, Cortical Stack, Cyberbrain, Hidden Compartment, Medichines, Mnemonic Augmentation, Puppet Sock.
 Gear: Anonymous Account, Backup Insurance (1 month), Dazzler, Disposable Launcher (Frag), Exploit Software, Fake Ego ID, Holographic Projectors, Kaos AI, Liquid Thermite, Muse, Spoof Software, Utilitool, White Noise Machine

(Complete corrected Synthmorph Activist character page is on p. 4 of this errata document.)

p. 191, Triad Soldier
 Change INIT to 6.

Interest: Crime Syndicates skill should simply be 65 in both columns.

MOBILE SCIENTIST

APTITUDES

	COG	COO	INT	REF	SAV	SOM	WIL
Base	20	20	15	15	15	10	15
Morph Bonus	5	5	5			5	
Total	25	25	20	15	15	15	15

STATS

MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD
3	6	30	60	6	30	45	7	1

SKILLS

	APT	BASE	MORPH BONUS	TOTAL
Academics: Astrobiology	COG	55	5	60
Academics: Genetics	COG	65	5	70
Academics: Xen anatomy	COG	60	5	65
Animal Handling	SAV	30		30
Beam Weapons	COO	45	5	50
Climbing	SOM	30	5	25
Fray	REF	45		45
Free Fall	REF	25		25
Infosec	COG	50	5	55
Interests: Haute Nosh Food	COG	60	5	65
Interests: Uplift Agenda	COG	65	5	70
Interfacing	COG	60	5	65
Kinesics	SAV	50		50
Language: Dutch (Native)	INT	85	5	90
Language: French	INT	60	5	65
Medicine: Gene Therapy	COG	40	5	40
Navigation	INT	30	5	35
Networking: Autonomists	SAV	50		50
Networking: Ecologists	SAV	25		25
Networking: Firewall	SAV	25		25
Networking: Hypercorp	SAV	45		45
Networking: Scientists	SAV	65		65
Perception	INT	60	5	65
Persuasion	SAV	25		25
Pilot: Aircraft	REF	40	5	45
Profession: Bioengineering	COG	55	5	60
Profession: Lecturing	COG	60	5	65
Programming	COG	55	5	60
Protocol	SAV	60		60
Research	COG	70	5	75
Unarmed Combat	SOM	30	5	35

Contrary to your colleagues, who spend most of their time in labs and habitats, squabbling about theories, data, and equations, you are looking for the “hands-on” experience out in the field. While you support the Morningstar Constellation and especially encourage the growing reputation of its scientific communities, you are rarely physically there as you want to study in a diverse array of environments. Following the spirit of Earth’s earliest researchers and scientists like Darwin, who visited remote places on Earth to observe and analyze the evolutions of species, you have a knack for practical science. Since you are able to take your lab with you using modern technology, you have never seen field work as an obstacle. Maybe it is residual hominid instinct, the “call of the wild,” which is why you have not become the stereotypical egg-head. ■



Background: **Uplift**
 Faction: **Venusian**
 Morph: **Neo-Hominid**

Motivations: **+Exploration +Transparency +Uplift Rights**

TRAITS

Ego: Psi Defense Level 2 ■

REP

@-rep: 45
 c-rep: 45
 e-rep: 55
 i-rep: 55
 r-rep: 60

EQUIPMENT

Armor: Armored Clothing (with Immunogenic) [3/4] ■

Primary Weapon: Stunner ■

Starting Credit: 500 ■

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack, Enhance Respiration, Mental Speed Mnemonic Augmentation, Prehensile Feet, Temperature Tolerance (Improved Cold) ■

Gear: Backup Insurance (1 month), Guardian Swarm, Mobile Lab, Muse, Portable Plane (Venus adapted), Specimen Container, Viewers ■

“Hubble said: ‘Equipped with his five senses, man explores the universe around him and calls the adventure Science.’ So don’t spend your time in boring labs. It’s worth the ride.”

SYNTHMORPH ACTIVIST

APTITUDES



	COG	COO	INT	REF	SAV	SOM	WIL
Base	15	15	20	15	15	15	20
Morph Bonus						-5	
Total	15	15	20	15	15	10	20

STATS

MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD
3	8	40	80	4	20	40	7	1

SKILLS

	APT	BASE	MORPH BONUS	TOTAL
Academics: Sociology	COG	50		50
Art: Graphic Design	INT	50		50
Beam Weapons	COO	45		45
Demolitions	COG	50		50
Disguise	INT	50		50
Fray	REF	50		50
Free Fall	REF	35		35
Freerunning	SOM	25	-5	20
Infiltration	COO	45		45
Infosec	COG	55		55
Interests: Hypercorp Politics	COG	40		40
Interests: NGOs	COG	55		55
Interests: Bio-chauvinist Groups	COG	60		60
Interfacing	COG	60		60
Kinesics	SAV	40		40
Language: English (Native)	INT	90		90
Language: Cantonese	INT	65		65
Networking: Autonomists	SAV	55		55
Networking: Firewall	SAV	50		50
Networking: Hypercorps	SAV	45		45
Perception	INT	60		60
Persuasion	SAV	55		55
Pilot: Groundcraft	REF	45		45
Profession: Political Activism	COG	65		65
Profession: Security Procedures	COG	40		40
Programming	COG	50		50
Research	COG	55		55
Seeker Weapons	COO	45		45

Background: **Re-instantiated**
 Faction: **Lunar**
 Morph: **Case**
 Motivations: **-Biochauvinism +Morphological Freedom -Racism**

TRAITS

Ego: Edited Memories, Black Mark Level 2 (Media) ■
Morph: Innocuous, Lemon, Social Stigma (Clanking Masses) ■

REP

@-rep: 60
c-rep: 60
f-rep: 20
i-rep: 50

EQUIPMENT

Armor: Case Armor [4/4] ■
Primary Weapon: Microwave Agonizer ■

Starting Credit: 50 ■

Implants: Access Jacks, Basic Biomods, Basic Mesh Inserts, Cortical Stack, Cyberbrain, Hidden Compartment, Medichines, Mnemonic Augmentation, Puppet Sock ■

Gear: Anonymous Account, Backup Insurance (1 month), Dazzler, Disposable Launcher (Frag), Exploit Software, Fake Ego ID, Holographic Projectors, Kaos AI, Liquid Thermite, Muse, Spoof Software, Utilitool, White Noise Machine ■

While the wealthy elite of the inner system reside in hyper-augmented biomorphs, the poor and unfortunate are forced to sleeve into cheap synthetic morphs because they can afford nothing else, or worse yet they must sell themselves into indentured bondage for the privilege of getting a synthmorph at all. Mainstream society views this underclass with disdain and pity. Bio-chauvinists take it even further, taking prejudicial stances against the underprivileged and robotic. As a modern ego with an

open mind and political motivation to bring about a change in trans-human society, you have decided for yourself to become an activist in the fight for the acceptance of synthmorphs. Choosing the cheapest shell available to prove a point, you have yourself been the target of social marginalization. You have also learned that rallies, campaigning, media coverage, and other forms of activism are less effective than you believed, so you now consider more direct tactics to achieve your goals. ■

"We must learn to live together as brothers or perish together as fools."